

CLAIMS

WE CLAIM:

1. A method to render a composition on a device comprising the steps of:
sending a create composition node packet for creating a composition;
sending at least one create resources packet to create resources for
rendering the composition; and
sending at least one render update packet to create the composition.
2. The method of claim 1 further comprising the step of sending a create render data resource packet to create a render data resource.
3. The method of claim 1 further comprising the step of sending a batch open packet to open a batch process.
4. The method of claim 3 further comprising the steps of:
sending a plurality of create resource packets;
sending at least one resource update packets; and
sending a close/commit batch packet.
5. The method of claim 1 further comprising the step of sending a release command to release a resource.
6. A data structure comprising:

a first field having a packet type;
a second field having a handle, the handle matching the packet type; and
a third field having one of a resource type and a command type that
matches the packet type; and
a fourth field having a command.

7. The data structure of claim 6 wherein the packet type is one of a control packet and a resource command packet.

8. The data structure of claim 7 wherein the one of the control packet and the resource command packet comprises one of the control packet, the resource command packet, and a batch packet.

9. The data structure of claim 6 wherein the handle comprises one of a resource handle, a context handle, and a compnode handle.

10. The data structure of claim 6 wherein the one of a resource type and a command type comprises a resource type, the resource type including one of a memory, a bitmap, a transform, a geometry, and a pen.

11. The data structure of claim 10 wherein the resource type further includes an animation type.

12. The data structure of claim 11 wherein the animation type includes one of a doubleanimation, a coloranimation, a pointanimation, a rectanimation, and a sizeanimation.

13. The data structure of claim 6 wherein the resource type includes one of a composition node, and a composition context.

14. The data structure of claim 6 wherein the control type includes one of a release resource type to release a resource, a shutdown type to shutdown a device, and a synchronize type to delete everything on the device.

15. The data structure of claim 6 wherein the control type includes one of a add glyph bitmaps type to add bitmaps to a glyph cache, a free glyph bitmaps to remove bitmaps from the glyph cache, and a flush queue type to flush a change queue.

16. A method to render a composition on a device comprising the steps of:
creating a composition node in response to receiving a create compositon node packet;
creating at least one resource for rendering the composition in response to receiving at least one create resources packet; and
creating the composition in response to receiving at least one render update packet.

17. The method of claim 16 further comprising the step of creating a render data resource in response to receiving a create render data resource packet.
18. The method of claim 16 further comprising the step of opening a batch process in response to receiving a batch open packet.
19. The method of claim 18 further comprising the step of processing one of at least one create resource packet and at least one resource update packet in response to receiving a close/commit batch packet.
20. The method of claim 16 further comprising the step of releasing a resource in response to receiving a release command.
21. The method of claim 16 further comprising the step of sending a notification in response to receiving a command packet.